

Julie Pranger

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Santa Monica, California

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Work

Web Developer, [Left Field Labs](#)

March 2014 - Present

Venice/MdR, California

- Developed large-scale, responsive web applications, marketing sites, and e-commerce platforms where technologies varied depending on client needs/standards
- Worked alongside designers in a collaborative setting, helping to drive UX decisions in addition to executing development from design to launch
- Built internal npm component for reusable UI components
- Primary technologies: Javascript, Python / Django, and Closure Library, some Angular
- Projects not limited to: [Google Fireside](#), [Jibe](#), [Android Which Phone?](#), [Google Apps for Work](#)

Expert in Residence, [General Assembly](#)

March 2014 - May 2014

Santa Monica, California

- Teacher assistant for the 12 week Front End Web Development course, covering:
 - HTML5 / CSS3
 - JavaScript / jQuery
 - Custom WordPress websites

Student/Web Developer, [General Assembly](#)

Sept 2013 - Jan 2013

Santa Monica, California

- Built web applications over agile sprints in Javascript, Ruby on Rails
 - Tic Tac Toe mobile app (AngularJS, Javascript)
 - HopTolt Funding – a non-profit kickstarter for non-profits
 - Cornucopia – a potluck planning app (RoR)

Account Manager, [Katie May](#)

Jan 2013 - Sept 2013

Los Angeles, California

- Managed all client, wholesale, and retailer accounts and timelines
- Advised management about organizational, growth, development, and branding strategies
- Managed all social media platforms and monthly marketing campaigns

Education

Sept 2007-May 2011

B.A. History, International Relations

Calvin College

Skills

HTML / CSS
Javascript

Gulp / Node
Agile Development

Closure Library
Shopify / Wordpress

Github
Pivotal Tracker / Jira